

Axel Nava Palacios

Videogame Ingeenering

Guerrero, México, +52 747-194-1802, axel.nava4819@gmail.com

<https://www.linkedin.com/in/axel-nava-516809289>

Portofolio: <https://portfolioaxeldev.netlify.app/>

Resume

Full-Stack Developer with 1 year of professional experience in web application development using PHP, along with experience developing in both Windows and Linux environments.

Video Game Engineer experienced with **Laravel**, demonstrated in projects like **Navi**, leading database areas and collaborated on both the Back-End and Front-End.

Passionate about **low-level** content and learning new things, which enhances my understanding when optimizing and implementing solutions.

Seeking an opportunity to continue growing as a developer, applying my acquired knowledge and experience to create efficient solutions for end-users.

Skills

- **Programming languages, markup and others:** PHP, C#, JavaScript, HTML, CSS.
- **Tech knowledge:** MySQL, Git, GitHub, Vim, Linux, Nginx
- **Frameworks:** Laravel

Work Experience

RCPerformance | FullStack Developoer • *September 2023 – Febraury 2025*

- Using **PHP** and integrating with **WordPress** to leverage its authentication services, multi admin dashboard design for company data control.
- Role-based **permissions system** developed, comprising **multiple** MySQL database instances, ensuring system security and scalability. This allowed the company to compete for a contract with a larger firm.

Social Service

Comercializate | FullStack Developoer • *March 2023 – September 2023*

- 3 admin dashboards with **PHP** for managing products, user data, and controls. These dashboards where linked to **WordPress** to ensure compatibility with the existing web platform.
- Designing architecture of project with two MySQL database instances to **help** the administrator efficiently manage user data. As a result, the administrator was able to reduce the time spent on administrative tasks.

Education

Universidad de Morelia | Morelia, Michoacan | Videogames Engeenering • *August 2020 – June 2024*

- Developing 2D and 3D video games, as well as VR games, using **Unity** and **Unreal Engine**. Integration programming knowledge with other artistic disciplines, such as sound and 3D modeling. Collaboration with the faculty of nutrition to develop a data control patient and user control application using **PHP**.
- Build small **compiler** for a limited set of C# instructions using **C#** for the intermediate code generation. This project required technical knowledge for the entire process.

Projects

Navi | Colaborator

- Developing of a **web application** nutrition using **Laravel** for the nutrition faculty at the University of Morelia to manage patients and users.
- Design and implementation of database and back end development.
- Colaboration for the design and implementation of user interface.
- As a result, users can now manage their patient information digitally, which provides better patient follow-up.

Sakura Lang | Colaborator

- A compiler for a variation of the Rust programming language that simplifies string handling with a small team.
- Responsible for documentation the language specifications and the proposed architectural definitions.

Recibos de agua | Author

- WPF application that uses QuestPDF to generate water bills and manage water users for local town